24 Cleric of Order

LEVEL 5 | AC 19 | DEF 17 | SPEED 6 | HP 40

ATTACK ACTIONS

Quarterstaff: +7 vs AC; 5 + 5 radiant Damage

Command: (range 10) +10 vs DEF (Will); Dazed AND slide 2 squares

ABILITIES

Good • Human • Divine

SPECIAL POWERS

❑❑ **Restore Order:** Minor action; end 1 condition with a duration of (save ends) on 1 ally within 5 squares of this creature.

CHAMPION 3 ❑❑❑

- Use at start of round. Allies have +2 DEF until end of round.
- Use when a living ally ends its turn in one of your victory areas. That ally heals 10 HP.

14 Cleric of Yondalla

LEVEL 3 | AC 21 | DEF 15 | SPEED 5 | HP 30

ATTACK ACTIONS

Short Sword: +10 vs AC; 10 Damage

ABILITIES

Good • Halfling • Divine

SPECIAL POWERS

Tower Shield: +2 AC and +2 DEF against attacks.

CHAMPION 1 ❑

Warband Building: All Halfling creatures are legal in your warband.

- Use at start of round. Until end of round, each ally has +2 Attack and +5 Damage against Medium or larger enemies.
- Use when a Halfling ally hits a Medium or larger enemy. That ally heals 15 HP.

12 Dwarf Axefighter

LEVEL 4 | AC 20 | DEF 16 | SPEED 5 | HP 35

ATTACK ACTIONS

Dwarven Waraxe: +10 vs AC; 10 Damage

ABILITIES

Dwarf • Martial

SPECIAL POWERS

Cleave: Immediate, when this creature's attack destroys an enemy; make a attack.

❑ **Dwarven Resilience:** Use when this creature takes poison damage; -5 poison Damage.

18 Ember, Human Monk

LEVEL 6 | AC 20 | DEF 18 | SPEED 8 | HP 45

ATTACK ACTIONS

Quarterstaff: +11 vs AC; 15 Damage

Knockdown: +11 vs DEF (Fort); 15 Damage AND Immobilized

ABILITIES

Human • Ki

Unique

Defensive Mobility: +5 AC against opportunity attacks.

SPECIAL POWERS

Stunning Critical: Whenever this creature scores a critical, target of that attack is also Stunned.

(C) Copyright 2009 Wizards of the Coast LLC. Permission granted to print for personal use only.

10 Evoker's Apprentice

LEVEL 3 | AC 13 | DEF 13 | SPEED 6 | HP 20

ATTACK ACTIONS

Staff: +5 vs AC; 5 Damage

❑ **Acid Arrow:** (sight) +10 vs DEF (Ref); ongoing 10 acid Damage (save ends) AND each creature adjacent to target takes 5 acid Damage

Magic Missile: (sight) +10 vs DEF (Ref); 10 Damage; ignore Insubstantial

ABILITIES

Human • Arcane

11 Halfling Veteran

LEVEL 4 | AC 16 | DEF 14 | SPEED 6 | HP 40

ATTACK ACTIONS

Footslasher: +9 vs AC; 5 Damage AND Slowed

Second Sword: Make a attack; on hit, shift 1 square and make a attack.

ABILITIES

Halfling • Martial

SPECIAL POWERS

Sneak Attack 5: +5 Damage whenever this creature has combat advantage against target.

31 Hound Archon

LEVEL 8 | AC 24 | DEF 20 | SPEED 8 | HP 60

ATTACK ACTIONS

Zweihänder: +15 vs AC; 10 + 5 radiant Damage

ABILITIES

Good • Immortal

Phasing

Blindsight: Ignores Conceal; treats invisible creatures as visible.

SPECIAL POWERS

Dimension Step: Minor action, once per turn; teleport 4 squares.

3 Human Commoner

LEVEL 1 | AC 15 | DEF 13 | SPEED 6 | HP 10

ATTACK ACTIONS

Scythe: +5 vs AC; 5 Damage

ABILITIES

Human • Minion

SPECIAL POWERS

Reaping Scythe: This creature's attacks deal triple damage on criticals.

35 Large Earth Elemental

LEVEL 10 | AC 21 | DEF 17 | SPEED 5 | HP 70

ATTACK ACTIONS

Pound: +13 vs AC; 25 Damage

Tremor: (burst 3) +11 vs DEF (Fort); 15 Damage AND slide 1 square AND Immobilized (save ends)

ABILITIES

Elemental • Earth

Burrow

+8 DEF (Fort)

Defensive Advantage: Never grants combat advantage.

Reach 2

©2009 Wizards DUNGEONS & DRAGONS 9/80

3 Man-at-Arms

LEVEL 1 | AC 15 | DEF 11 | SPEED 5 | HP 10

ATTACK ACTIONS

Longsword: +7 vs AC; 10 Damage

Positioning Strike: +7 vs AC; 10 Damage AND slide 1 square

ABILITIES

Human • Martial

©2009 Wizards DUNGEONS & DRAGONS 10/80

8 Sun Soul Initiate

LEVEL 2 | AC 17 | DEF 17 | SPEED 7 | HP 20

ATTACK ACTIONS

Nunchaku: +9 vs DEF (Fort); 5 Damage AND make this attack again (maximum 2 per turn)

Stunning Fist: +5 vs DEF (Fort); Stunned (save ends)

ABILITIES

Human • Ki

Resist 5 Radiant

©2009 Wizards DUNGEONS & DRAGONS 11/80

29 Sword of Heironeous

LEVEL 7 | AC 23 | DEF 23 | SPEED 6 | HP 45

ATTACK ACTIONS

Holy Sword: +14 vs AC; 10 Damage, +10 radiant Damage against Evil targets

ABILITIES

Good • Human • Divine

SPECIAL POWERS

Extraordinary Initiative: Use at start of turn; roll 1 extra d20 when determining initiative this turn.

CHAMPION 3

- Use when an ally becomes first Bloodied. That ally heals 10 HP.
- Use when a Good ally is targeted by an attack. That ally has +4 AC and +4 DEF against that attack.

©2009 Wizards DUNGEONS & DRAGONS 12/80

(C) Copyright 2009 Wizards of the Coast LLC. Permission granted to print for personal use only.

5 Tordek, Dwarf Fighter

LEVEL 1 | AC 17 | DEF 13 | SPEED 6 | HP 20

ATTACK ACTIONS

Dwarven Waraxe: +8 vs AC; 10 Damage

ABILITIES

Dwarf • Martial

Unique

+4 DEF (Fort)

SPECIAL POWERS

Awareness: Can make an opportunity attack against an adjacent enemy that shifts.

Brace for Impact: Use at any time; not subject to push, pull, or slide effects of enemies until start of this creature's next turn.

©2009 Wizards DUNGEONS & DRAGONS 13/80

4 Jozan, Cleric of Pelor

LEVEL 1 | AC 15 | DEF 14 | SPEED 5 | HP 15

ATTACK ACTIONS

Mace: +7 vs AC; 10 Damage

Turn Undead: (burst 3, Undead targets only), +6 vs DEF (Will); 5 radiant Damage

ABILITIES

Human • Divine

Unique

SPECIAL POWERS

Battle Surge: Minor action, once per turn; 1 adjacent ally heals 5 HP.

©2009 Wizards DUNGEONS & DRAGONS 14/80

48 Arcane Archer

LEVEL 11 | AC 25 | DEF 23 | SPEED 6 | HP 65

ATTACK ACTIONS

Longsword: +15 vs AC; 10 Damage

Longbow: (sight) +15 vs AC; 15 + 5 fire Damage

ABILITIES

Elf • Martial

SPECIAL POWERS

Phase Arrow: Use with a Longbow attack; that attack ignores terrain that blocks line of sight.

CHAMPION 2

- Use when an enemy takes damage from a attack. 1 other enemy adjacent to that enemy takes the same damage.
- Use when an enemy becomes first Bloodied. 1 ally makes a attack against that enemy as an immediate action.

©2009 Wizards DUNGEONS & DRAGONS 15/80

21 Axe Sister

LEVEL 6 | AC 18 | DEF 16 | SPEED 7 | HP 55

ATTACK ACTIONS

Battleaxe: +9 vs AC; 20 Damage

Blade Whirlwind: (only while not Bloodied) Make 1 attack against each adjacent enemy: +8 vs AC; 15 Damage

ABILITIES

Human • Martial

©2009 Wizards DUNGEONS & DRAGONS 16/80

20 Centaur

LEVEL 6 | AC 20 | DEF 18 | SPEED 8 | HP 45

ATTACK ACTIONS

Hooves: +11 vs AC; 15 Damage

Longbow: (sight) +12 vs AC; 10 Damage

ABILITIES

Fey • Centaur

SPECIAL POWERS

Skirmisher's Shot: +5 Damage this turn if this creature moved at least 4 squares from where it started this turn before attacking.

25 Cleric of Corellon Larethian

LEVEL 6 | AC 20 | DEF 18 | SPEED 6 | HP 45

ATTACK ACTIONS

Cutlass: +13 vs AC; 10 Damage

Fey Charm: (range 5) +10 vs DEF (Will); Immobilized AND Dazed (save ends both, Fey immune). RECHARGE at start of this creature's turn if no creature is affected by this power.

ABILITIES

Fey • Eladrin • Divine

SPECIAL POWERS

Corellon's Blessing: Use when a Fey ally within 5 squares of this creature fails a save; reroll that save.

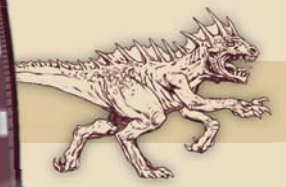
Fey Healing: Minor action; 1 adjacent Fey ally heals 10 HP.

5 Crested Felldrake

LEVEL 1 | AC 13 | DEF 12 | SPEED 8 | HP 20

ATTACK ACTIONS

Bite: +6 vs AC; 10 Damage



ABILITIES

Dragon

SPECIAL POWERS

Loyal Protector: Immediate, when an ally within 5 squares becomes Bloodied but is not destroyed by a attack; this creature moves up to its Speed and makes a attack against the attacker with +10 Damage on that attack.

6 Devis, Half-Elf Bard

LEVEL 1 | AC 15 | DEF 13 | SPEED 6 | HP 20

ATTACK ACTIONS

Longsword: +7 vs AC; 5 Damage

Song of Suppression: (range 5) +9 vs DEF (Will); 10 psychic Damage OR champion target loses 1 use of its Champion powers

ABILITIES

Half-Elf • Arcane

Unique

SPECIAL POWERS

Majestic Word: Minor action; 1 ally within 5 squares of this creature shifts 1 square, then heals 5 HP.

(C) Copyright 2009 Wizards of the Coast LLC. Permission granted to print for personal use only.

5 Elf Archer

LEVEL 2 | AC 13 | DEF 11 | SPEED 7 | HP 20

ATTACK ACTIONS

Short Sword: +7 vs AC; 5 Damage

Longbow: (sight) +8 vs AC; 10 Damage

ABILITIES

Good • Elf

+4 DEF (Will)

SPECIAL POWERS

Archer's Mobility: +2 Attack this turn if this creature moved at least 4 squares from where it started this turn before attacking.

32 Elf Pyromancer

LEVEL 9 | AC 20 | DEF 20 | SPEED 6 | HP 30

ATTACK ACTIONS

Longsword: +12 vs AC; 10 Damage

Fireball: (radius 2 within sight) +12 vs DEF (Ref); 20 fire Damage; 10 fire on miss

Scorching Ray: (range 10) +12 vs DEF (Ref); 15 fire Damage

ABILITIES

Elf • Arcane

SPECIAL POWERS

Protection From Energy: Minor action; choose acid, cold, fire, lightning, or thunder; this creature or 1 adjacent ally gains Resist 10 against that damage type until end of battle.

Radiant Fire: Use when this creature's or attack hits a target with Resist Fire or Immune Fire; +10 radiant Damage on that attack.

21 Elf Ranger

LEVEL 6 | AC 18 | DEF 16 | SPEED 6 | HP 45

ATTACK ACTIONS

Handaxe: +11 vs AC; 10 Damage

Double Attack: Make 2 attacks.

Longbow: (sight) +13 vs AC; 15 Damage

ABILITIES

Elf • Martial

CHAMPION 1

- Use at start this creature's turn. Martial allies have +2 attack until end of round.
- Use when an ally hits with a attack: +5 Damage on that attack.

3 Gnome Recruit

LEVEL 1 | AC 15 | DEF 15 | SPEED 5 | HP 10

ATTACK ACTIONS

Short Sword: +7 vs AC; 5 Damage

ABILITIES

Fey • Gnome

SPECIAL POWERS

Fade from View: Use when this creature ends its turn occupying difficult terrain; this creature has Hide until start of its next turn.

13 Human Wanderer

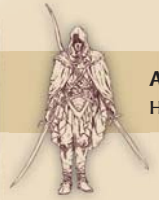
LEVEL 4 | AC 18 | DEF 16 | SPEED 6 | HP 40

ATTACK ACTIONS

Scimitar: +9 vs AC; 10 Damage

Longbow: (sight) +6 vs AC; 10 Damage

Twin Strike: Make 2 attacks.



ABILITIES

Human • Martial

SPECIAL POWERS

❑ **Strike and Fade:** Use after resolving a attack; shift 3 squares.

16 Krusk, Half-Orc Barbarian

LEVEL 6 | AC 17 | DEF 15 | SPEED 6 | HP 60

ATTACK ACTIONS

Greataxe: +10 vs AC; 15 Damage

Raging Strike: (only while Bloodied) +10 vs AC; 20 Damage

ABILITIES

Half-Orc • Primal

Unique

4 Lidda, Halfling Rogue

LEVEL 1 | AC 15 | DEF 13 | SPEED 5 | HP 20

ATTACK ACTIONS

: Rapier: +6 vs AC; 5 Damage

❑ **Crossbow:** (nearest) +6 vs AC; 5 Damage. RECHARGE at end of this creature's turn if it did not move this turn.

ABILITIES

Halfling • Martial

Unique

Hide

SPECIAL POWERS

Sneak Attack 5: +5 Damage whenever this creature has combat advantage against target.

18 Nebin, Gnome Illusionist

LEVEL 6 | AC 18 | DEF 18 | SPEED 5 | HP 30

ATTACK ACTIONS

Wand of Visions: +9 vs DEF (Ref); 10 psychic Damage AND slide 3 squares

❑ **Acid Arrow:** (sight) +9 vs DEF (Ref); ongoing 10 acid Damage (save ends) AND each creature adjacent to target takes 5 acid Damage

❑ **Color Spray:** (blast 3) +9 vs DEF (Will); 5 radiant + 5 psychic Damage AND Stunned (save ends)

ABILITIES

Fey • Gnome • Arcane

Unique

SPECIAL POWERS

❑❑ **Mirror Image:** Use when hit by a or attack that targets AC; that attack misses instead.

Wand of Accuracy: Use before making an attack roll; +4 Attack on that attack roll.

(C) Copyright 2009 Wizards of the Coast LLC. Permission granted to print for personal use only.

22 Vadania, Half-Elf Druid

LEVEL 6 | AC 17 | DEF 19 | SPEED 6 | HP 40

ATTACK ACTIONS

Scimitar: +13 vs AC; 15 Damage

Flame Seed: (range 10) +11 vs DEF (Ref); 10 fire Damage AND each enemy adjacent to target takes 5 fire Damage

ABILITIES

Half-Elf • Primal

Unique

SPECIAL POWERS

Nature's Friend: Beast and Magical Beast allies within 5 squares of this creature have +2 Attack.

CHAMPION 2 ❑❑

- Use when a Beast or Magical Beast ally takes damage. This creature takes that damage instead.
- Use at start of round. Beast and Magical Beast allies have +4 AC and +4 DEF until end of round.

13 Wild Elf Barbarian

LEVEL 5 | AC 17 | DEF 17 | SPEED 7 | HP 40

ATTACK ACTIONS

Handaxe: +12 vs AC; 15 Damage

Longbow: (sight) +9 vs AC; 10 Damage

ABILITIES

Elf • Primal

+4 DEF (Fort)

SPECIAL POWERS

❑ **Power Shot:** Use with a Longbow attack: -2 Attack and +5 Damage on that attack.

18 Wood Elf Skirmisher

LEVEL 6 | AC 20 | DEF 18 | SPEED 6 | HP 45

ATTACK ACTIONS

Skirmish Strike: +11 vs AC; 10 Damage AND this creature shifts 1 square

Aimed Shot: (sight) +13 vs AC; 10 Damage

ABILITIES

Elf • Martial

Elven Step: Ignores difficult terrain while shifting.

SPECIAL POWERS

Shifting Shot: Immediate, when this creature destroys an enemy; shift 2 squares and make a attack against the nearest target.

5 Azer Raider

LEVEL 2 | AC 16 | DEF 14 | SPEED 6 | HP 25

ATTACK ACTIONS

Hammerstrike: +7 vs AC; 5 + 5 fire Damage

ABILITIES

Elemental • Azer • Fire

Resist 5 Fire

17 Half-Orc Monk

LEVEL 6 | AC 19 | DEF 19 | SPEED 6 | HP 45

ATTACK ACTIONS

Brute Strike: +10 vs DEF (Ref); 10 Damage AND Dazed; Dazed target is Stunned instead

ABILITIES

Half-Orc • Ki

23 Dire Boar

LEVEL 8 | AC 24 | DEF 20 | SPEED 8 | HP 55

ATTACK ACTIONS

Gore: +16 vs AC; 15 Damage

Boar's Charge: (only on charge) +20 vs AC; 15 Damage AND push 1 square

ABILITIES

Beast

+4 DEF (Fort)

SPECIAL POWERS

Death Strike: Immediate, when destroyed; make a attack.

5 Lizardfolk

LEVEL 1 | AC 16 | DEF 14 | SPEED 7 | HP 15

ATTACK ACTIONS

Club: +6 vs AC; 10 Damage

ABILITIES

Lizardfolk

SPECIAL POWERS

Lizardfolk Bolstered: +5 Damage while adjacent to a Lizardfolk ally.

30 Shambling Mound

LEVEL 8 | AC 24 | DEF 20 | SPEED 5 | HP 50

ATTACK ACTIONS

Vines: +15 vs. AC; 15 Damage AND Slowed

Thorn Dispersion: (range 6) +15 vs AC; 10 Damage AND Followup

Followup: +12 vs DEF (Fort); Immobilized (save ends)

ABILITIES

Plant

Immune Lightning, Poison

Lightning Healing 10: This creature heals 10 HP each time an effect would deal lightning damage to it.

Reach 2

SPECIAL POWERS

Native Soil: This creature's attacks ignore forest terrain.

(C) Copyright 2009 Wizards of the Coast LLC. Permission granted to print for personal use only.

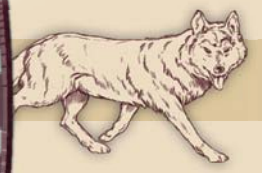
5 Wolf

LEVEL 2 | AC 16 | DEF 14 | SPEED 8 | HP 25

ATTACK ACTIONS

Bite: +7 vs AC; 10 Damage

Gnashing Maw: +5 vs DEF (Ref); ongoing 5 Damage AND Immobilized (save ends both)



ABILITIES

Beast • Wolf

SPECIAL POWERS

Circle Prey: +2 Attack while within 3 squares of a Wolf ally.

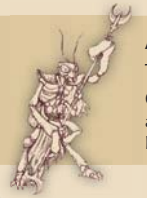
11 Thri-Kreen Ranger

LEVEL 4 | AC 18 | DEF 20 | SPEED 7 | HP 35

ATTACK ACTIONS

Gythka: +11 vs. AC; 10 Damage

Poison Bite: +9 vs DEF (Fort); 5 + 5 poison Damage AND Immobilized



ABILITIES

Thri-Kreen

Chitinous Plating: +4 AC against attacks while not Bloodied.

27 Barghest

LEVEL 7 | AC 22 | DEF 21 | SPEED 7 | HP 50

ATTACK ACTIONS

Bite: +12 vs AC; 15 Damage

Psychic Howl: (range 10) +10 vs DEF (Will); 10 psychic Damage AND Dazed (Fear)

ABILITIES

Evil • Immortal • Goblin

SPECIAL POWERS

Devour Alive: +10 Damage against Dazed or Stunned targets.

Feed 20: Use when this creature destroys an enemy; this creature heals 20 HP and can take no actions until end of its next turn.

34 Bearded Devil

LEVEL 9 | AC 25 | DEF 21 | SPEED 6 | HP 55

ATTACK ACTIONS

Glaive: +16 vs AC; 10 Damage AND ongoing 5 Damage (save ends)

ABILITIES

Evil • Devil

Reach 2

SPECIAL POWERS

Battle Frenzy: + 2 Attack and + 10 Damage while Bloodied.

Devilish Teamwork: Allies have +2 AC while adjacent to this creature.

Grasping Beard: Whenever an enemy moves out of a square adjacent to this creature, that enemy takes 5 Damage.

27 Displacer Beast

LEVEL 8 | AC 20 | DEF 20 | SPEED 8 | HP 45

ATTACK ACTIONS

Tentacle: +14 vs AC; 10 Damage

Beast's Fury: Make 2 attacks against a single target.

ABILITIES

Magical Beast
Conceal 11
Reach 2

SPECIAL POWERS

Bloodthirsty: +5 Damage against Bloodied targets.

Shifting Tactics: Whenever this creature's Conceal causes an enemy's attack to miss it, this creature shifts 1 square.

©2009 Wizards DUNGEONS & DRAGONS ★ 41/60

6 Goblin Sneak

LEVEL 2 | AC 16 | DEF 14 | SPEED 6 | HP 20

ATTACK ACTIONS

Short Sword: +6 vs AC; 5 Damage

Crossbow: (nearest) +8 vs AC; 5 Damage. RECHARGE at end of this creature's turn if it did not move on that turn.

ABILITIES

Goblin

SPECIAL POWERS

Ambush 10: Minor action; choose 1 enemy that does not have line of sight to this creature; +10 Damage against that enemy until end of this creature's turn.

©2009 Wizards DUNGEONS & DRAGONS ● 42/80

21 Half-Orc Fighter

LEVEL 6 | AC 22 | DEF 18 | SPEED 5 | HP 45

ATTACK ACTIONS

Greatsword: +13 vs AC; 10 Damage

ABILITIES

Half-Orc • Martial

SPECIAL POWERS

Bark Orders: Replaces attack action: 1 ally within line of sight of this creature shifts 1 square.

CHAMPION 2

- Use when an ally's attack roll is a natural 17+. That attack scores a critical.
- Use when a Martial ally destroys an enemy. That ally shifts 3 squares.

©2009 Wizards DUNGEONS & DRAGONS ● 43/80

10 Hell Hound

LEVEL 3 | AC 17 | DEF 15 | SPEED 7 | HP 30

ATTACK ACTIONS

Fiery Bite: +8 vs AC; 5 + 5 fire Damage

Fiery Breath: (blast 3) +6 vs DEF (Ref); 10 fire Damage

ABILITIES

Elemental • Beast • Fire
Resist 10 Fire

SPECIAL POWERS

Fire Aura: Whenever an enemy begins its turn adjacent to this creature, that enemy takes 5 fire Damage.

©2009 Wizards DUNGEONS & DRAGONS ● 44/80

(C) Copyright 2009 Wizards of the Coast LLC. Permission granted to print for personal use only.

46 Human Blackguard

LEVEL 10 | AC 25 | DEF 22 | SPEED 5 | HP 70

ATTACK ACTIONS

Longsword: +17 vs AC; 15 Damage

ABILITIES

Evil • Human • Divine

SPECIAL POWERS

Sneak Attack 5: +5 Damage whenever this creature has combat advantage against target.

Tyrannical Rally: Bloodied allies within 5 squares have +2 Attack.

CHAMPION 3

- Use when an ally becomes Bloodied but is not destroyed. That ally makes an immediate attack at +10 Damage but takes 15 Damage if the attack misses.
- Use when an enemy attacks an ally. That enemy has -4 AC and -4 DEF until end of its next turn.

©2009 Wizards DUNGEONS & DRAGONS ★ 45/80

15 Human Executioner

LEVEL 5 | AC 19 | DEF 17 | SPEED 6 | HP 40

ATTACK ACTIONS

Greataxe: +8 vs AC; 10 Damage

ABILITIES

Evil • Human • Martial

SPECIAL POWERS

Bloodthirsty: +5 Damage against Bloodied targets.

Sneak Attack 5: +5 Damage whenever this creature has combat advantage against target.

©2009 Wizards DUNGEONS & DRAGONS ◆ 46/80

4 Human Thug

LEVEL 2 | AC 15 | DEF 12 | SPEED 6 | HP 15

ATTACK ACTIONS

Club: +5 vs AC; 10 Damage AND -2 DEF (Fort) until end of battle

ABILITIES

Human

©2009 Wizards DUNGEONS & DRAGONS ◆ 47/80

3 Kobold Warrior

LEVEL 1 | AC 14 | DEF 12 | SPEED 6 | HP 10

ATTACK ACTIONS

Spear: +6 vs AC; 5 Damage

ABILITIES

Kobold
+4 DEF (Ref)

SPECIAL POWERS

Shifty: Minor action; shift 1 square.

©2009 Wizards DUNGEONS & DRAGONS ● 48/80

62 Medusa

LEVEL 14 | AC 26 | DEF 24 | SPEED 6 | HP 60

ATTACK ACTIONS

Dagger: +19 vs AC; 5 Damage AND ongoing 10 poison Damage (save ends)

Poison Shot: (sight) +21 vs AC; 10 poison Damage

Stone Gaze: (range 10; does not provoke opportunity attacks) +19 vs DEF (Fort); ongoing 20 Damage AND Slowed (save ends both). If target is destroyed by this damage, its space becomes statue terrain until end of battle.

ABILITIES
Fey • Medusa

SPECIAL POWERS

Reciprocating Gaze: Immediate, when an enemy within 6 squares targets this creature with a or attack; make a Stone Gaze attack against that enemy.

35 Mind Flayer

LEVEL 9 | AC 22 | DEF 21 | SPEED 6 | HP 55

ATTACK ACTIONS

Tentacles: +13 vs AC; 10 Damage

Mind Blast: (blast 5) +14 vs DEF (Will); 10 psychic Damage AND Stunned. RECHARGE when this creature's attack destroys an enemy.

ABILITIES
Evil • Mind Flayer
+4 DEF (Will)

SPECIAL POWERS

Terrifying Aura: Whenever a Bloodied enemy within 5 squares of this creature takes damage, that enemy takes +5 Damage. (Fear)

CHAMPION 2

• Use when a Mind Flayer ally causes an enemy to become Stunned. The duration of the Stunned effect becomes (save ends).

• Use when an ally's attack misses a Bloodied enemy. Reroll that attack.

36 Mummy

LEVEL 9 | AC 22 | DEF 19 | SPEED 6 | HP 75

ATTACK ACTIONS

Slam: +12 vs AC; 20 Damage

Rotting Slam: +10 vs DEF (Fort); 15 Damage AND ongoing 10 necrotic Damage (save ends)

ABILITIES
Evil • Undead
Immune Poison
Resist 10 Necrotic
Vulnerable 5 Fire

SPECIAL POWERS

Curse of the Interred: Replaces turn: 1 Adjacent Immobilized enemy is Helpless until end of its next turn; this effect ends if that enemy takes damage.

13 Wight

LEVEL 5 | AC 20 | DEF 16 | SPEED 6 | HP 40

ATTACK ACTIONS

Slam: +11 vs AC; Damage AND Followup (living target only)

Followup: +11 vs DEF (Fort); 5 Damage AND this creature heals 10 HP

ABILITIES
Evil • Undead • Wight
Vulnerable 5 Radiant

SPECIAL POWERS

Energy Drain: Followup after a attack (living target only); target also has -2 Attack and -2 DEF (save ends both).

(C) Copyright 2009 Wizards of the Coast LLC. Permission granted to print for personal use only.

29 Wraith

LEVEL 7 | AC 23 | DEF 20 | SPEED F6 | HP 45

ATTACK ACTIONS

Deathly Touch: +12 vs DEF (Ref); 15 necrotic Damage

Withering Slam: (living target only) +12 vs DEF (Fort); 15 necrotic Damage AND this creature heals 10 HP

ABILITIES
Evil • Undead
Flight; Phasing
Insubstantial: Half damage from all attacks except criticals.
Resist 10 Necrotic

SPECIAL POWERS

Crippling Slam: Followup after a attack (living target only); target is also Weakened.

22 Owlbear

LEVEL 6 | AC 19 | DEF 17 | SPEED 6 | HP 55

ATTACK ACTIONS

Claws: +8 vs AC; 15 Damage

Hug: Make 2 attacks against a single target. If the first hits, +4 Attack on the second. If both hit, target is also Immobilized.

ABILITIES
Beast

4 Skeleton

LEVEL 1 | AC 16 | DEF 13 | SPEED 5 | HP 5

ATTACK ACTIONS

Scimitar: +5 vs AC; 10 Damage

ABILITIES
Undead

SPECIAL POWERS

Reassembling Bones: Immediate, when destroyed; this creature is instead not destroyed, has full HP, and is Immobilized (save ends).

10 Troglodyte Zombie

LEVEL 4 | AC 14 | DEF 12 | SPEED 4 | HP 35

ATTACK ACTIONS

Greatclub: +7 vs AC; 10 Damage

ABILITIES
Undead • Zombie

SPECIAL POWERS

Grave Stench: Living creatures adjacent to this creature have -2 attack.

Messy Death: Immediate, when destroyed; until end of battle, living creatures have -2 Attack while occupying or adjacent to the square this creature occupied.

9 Wolf Skeleton

LEVEL 4 | AC 15 | DEF 15 | SPEED 8 | HP 35

ATTACK ACTIONS

Bite: +10 vs AC; 10 Damage

ABILITIES
Undead • Wolf
Resist 10 Cold

SPECIAL POWERS

❑ **Burst of Speed:** Minor action; +4 Speed until end of turn.

4 Zombie

LEVEL 1 | AC 12 | DEF 11 | SPEED 5 | HP 25

ATTACK ACTIONS

Slam: +4 vs AC; 10 Damage

ABILITIES
Undead

SPECIAL POWERS

Undead Bolstered: +2 Attack and +5 Damage while adjacent to an Undead ally.

21 Cleric of Gruumsh

LEVEL 6 | AC 20 | DEF 18 | SPEED 6 | HP 45

ATTACK ACTIONS

Shortspear: +12 vs AC; 15 Damage

ABILITIES
Evil • Orc

SPECIAL POWERS

Stir the Blood: Replaces attack action: 1 Orc ally within 5 squares of this creature takes 10 Damage, then makes a attack as an immediate action.

CHAMPION 1 ❑

- Use when an ally destroys an enemy with a attack. That ally makes an immediate attack.
- Use at start of the first or second round of battle. Until end of round, Orc allies have +6 Speed and +10 Damage.

14 Drow Archer

LEVEL 4 | AC 16 | DEF 18 | SPEED 6 | HP 35

ATTACK ACTIONS

Short Sword: +8 vs AC; 5 + 5 poison Damage

Shortbow: (sight) +10 vs AC; 10 + 5 poison Damage

ABILITIES
Drow • Martial

SPECIAL POWERS

Pinpoint Shot: Creatures and terrain do not provide cover against this creature's attacks.

(C) Copyright 2009 Wizards of the Coast LLC. Permission granted to print for personal use only.

42 Drow Cleric of Lolth

LEVEL 9 | AC 23 | DEF 21 | SPEED 6 | HP 65

ATTACK ACTIONS

Dagger: +14 vs AC; 10 Damage

❑ **Eye of Fear:** (range 5) +14 vs DEF (Will); 20 necrotic Damage AND push 6 squares; target cannot be pushed into a pit

Slashing Darkness: (sight) +14 vs DEF (Ref); 10 necrotic Damage

ABILITIES
Evil • Drow • Divine
Feyweave: +4 AC and +4 DEF against attacks.

CHAMPION 3 ❑❑❑

- Use when an ally makes a Attack against a target it has combat advantage against: +10 Damage on that attack.
- Use when a Bloodied enemy misses with a or attack. That enemy takes 10 Damage.

10 Drow Fighter

LEVEL 4 | AC 19 | DEF 17 | SPEED 6 | HP 35

ATTACK ACTIONS

Short Sword: +11 vs AC; 10 Damage

❑ **Poisoned Blade:** +11 vs AC; 10 Damage AND Weakened. RECHARGE when an adjacent Drow ally is targeted by a or attack.

ABILITIES
Drow • Martial

SPECIAL POWERS

❑ **Hamstring:** Use when this creature's attack hits with combat advantage against target; target is also Immobilized (save ends).

14 Ghoul

LEVEL 5 | AC 21 | DEF 17 | SPEED 6 | HP 40

ATTACK ACTIONS

Claw: +12 vs AC; 10 Damage AND Immobilized

ABILITIES
Undead
Resist 10 Necrotic
Vulnerable 5 Radiant

SPECIAL POWERS

Opportunistic Feast: +10 Damage against Immobilized, Stunned, or Helpless targets.

3 Gnoll

LEVEL 1 | AC 13 | DEF 13 | SPEED 6 | HP 15

ATTACK ACTIONS

Battleaxe: +5 vs AC; 10 Damage

ABILITIES
Gnoll

SPECIAL POWERS

Bloodrage 5: +5 Damage while Bloodied.

15 Half-Orc Assassin

LEVEL 5 | AC 19 | DEF 17 | SPEED 6 | HP 40

ATTACK ACTIONS

Orcblade: +10 vs AC; 5 Damage

❑ Detect Weakness: (range 10) +10 vs DEF (Fort); until end of battle, whenever target takes damage from this creature's attacks, it takes 15 additional Damage. RECHARGE at start of this creature's turn if no creature is affected by this power.

ABILITIES
Half-Orc • Stealth

SPECIAL POWERS

❑❑ Poison Blade: Minor action; +5 poison Damage to this creature's next attack.

5 Human Bandit

LEVEL 2 | AC 16 | DEF 14 | SPEED 6 | HP 25

ATTACK ACTIONS

Mace: +7 vs AC; 5 Damage

Thrown Dagger: (range 4) +7 vs AC; 5 Damage

❑ Footpad's Attack: +8 vs AC; 15 Damage. RECHARGE when this creature ends its turn in a victory area.

ABILITIES
Human • Martial

SPECIAL POWERS

Sneak Attack 5: +5 Damage whenever this creature has combat advantage against target.

4 Hyena

LEVEL 1 | AC 13 | DEF 13 | SPEED 9 | HP 15

ATTACK ACTIONS

Bite: +4 vs AC; 5 Damage AND ongoing 5 Damage AND Slowed (both end when target is not adjacent to this creature)

ABILITIES
Beast

SPECIAL POWERS

Hunter 5: +5 Damage while only 1 enemy is adjacent to this creature.

5 Kuo-Toa

LEVEL 2 | AC 16 | DEF 14 | SPEED 6 | HP 25

ATTACK ACTIONS

Spear: +7 vs AC; 10 Damage

❑ Harpoon: (range 5) +7 vs AC; 10 Damage AND Slowed

ABILITIES
Aquatic • Kuo-Toa

SPECIAL POWERS

Slick Maneuver: Replaces move action, only while adjacent to an enemy: Shift 3 squares, must end adjacent to that enemy.

(C) Copyright 2009 Wizards of the Coast LLC. Permission granted to print for personal use only.

31 Large Fire Elemental

LEVEL 9 | AC 24 | DEF 21 | SPEED 8 | HP 55

ATTACK ACTIONS

Flame: +13 vs DEF (Ref); 15 fire Damage

ABILITIES
Elemental • Fire
Immune Fire; Vulnerable 10 Cold
Reach 2
Defensive Advantage: Never grants combat advantage.

SPECIAL POWERS

Fire Shield 5: Any creature that hits this creature with a attack takes 5 fire Damage.

❑ Rolling Flame: Replaces turn: Move up to Speed and make 1 attack against each enemy adjacent to spaces this creature enters; +11 vs DEF (Ref); 15 fire Damage.

17 Minotaur

LEVEL 5 | AC 18 | DEF 16 | SPEED 6 | HP 50

ATTACK ACTIONS

Greataxe: +9 vs AC; 20 Damage

ABILITIES
Minotaur
Reach 2

SPECIAL POWERS

Smell of Blood: +2 Attack and +5 Damage while within 5 squares of a Bloodied creature.

13 Ogre

LEVEL 4 | AC 16 | DEF 14 | SPEED 6 | HP 45

ATTACK ACTIONS

Greatclub: +5 vs AC; 25 Damage AND push 2 squares

ABILITIES
Ogre
Reach 2

SPECIAL POWERS

Simple Thinker: This creature must make opportunity attacks when it can.

8 Orc Archer

LEVEL 3 | AC 18 | DEF 16 | SPEED 6 | HP 30

ATTACK ACTIONS

Handaxe: +10 vs AC; 10 Damage

Shortbow: (sight) +10 vs AC; 10 Damage

ABILITIES
Orc

SPECIAL POWERS

❑ Finish the Job: Replaces attack action: Make a attack, then shift 1 square, then make a attack against the same target.

8 Orc Berserker

LEVEL 3 | AC 15 | DEF 12 | SPEED 7 | HP 30

ATTACK ACTIONS

Greataxe: +5 vs AC; 15 Damage

ABILITIES
Orc

SPECIAL POWERS

❑ **Double-Bladed Axe:** Immediate, when this creature misses with an attack on its turn; reroll that attack.

Powerful Charge 5: +5 Damage on charge.

5 Orc Spearfighter

LEVEL 2 | AC 16 | DEF 14 | SPEED 6 | HP 20

ATTACK ACTIONS

Longspear: +7 vs AC; 10 Damage

ABILITIES
Orc
Reach 2

SPECIAL POWERS

Skewering Charge: Use after hitting with a charge attack; push target of that attack 1 square.

3 Orc Warrior

LEVEL 1 | AC 12 | DEF 11 | SPEED 6 | HP 10

ATTACK ACTIONS

Falchion: +4 vs AC; 10 Damage

ABILITIES
Orc

SPECIAL POWERS

Orc Bolstered: +10 Damage while adjacent to an Orc champion ally.

21 Tiefling Captain

LEVEL 5 | AC 21 | DEF 17 | SPEED 6 | HP 40

ATTACK ACTIONS

Halberd: +11 vs AC; 10 Damage

ABILITIES
Tiefling • Martial
Resist 5 Fire
Reach 2

SPECIAL POWERS

❑ **Luck Rune Amulet:** Immediate, when hit by a ⚔ or ✈ attack; that attack misses instead.

CHAMPION 2 ❑❑

- Use when an ally rolls a natural 19 with an ⚔ or ✈ attack. That attack scores a critical.
- Use when an enemy damages this creature. Allies have +4 ⚔ Attack against that enemy until end of round.

(C) Copyright 2009 Wizards of the Coast LLC. Permission granted to print for personal use only.

27 Troll

LEVEL 7 | AC 19 | DEF 17 | SPEED 6 | HP 60

ATTACK ACTIONS

Claws: +10 vs AC; 20 Damage

ABILITIES
Troll
Vulnerable 10 Acid, Fire
Reach 2

SPECIAL POWERS

Frenzied Strike: Use when this creature causes an enemy to become Bloodied; make a ⚔ attack against that enemy.

Regeneration 10: Use at start of this creature's turn; this creature heals 10 HP.

❑ **Troll Healing:** Use when this creature is destroyed by an attack that did not deal acid or fire damage; this creature is instead not destroyed and has 5 HP remaining.

30 Umber Hulk

LEVEL 9 | AC 25 | DEF 21 | SPEED 5 | HP 60

ATTACK ACTIONS

Claws: +16 vs. AC; 15 Damage

Confusing Gaze: (blast 5, enemies only) +12 vs DEF (Will); 10 psychic Damage AND Confused (save ends)

ABILITIES
Magical Beast
Burrow
Blindsight: Ignores Conceal; treats invisible creatures as visible.
Reach 2

SPECIAL POWERS

Prey on the Weak-Minded: Use when a Confused enemy activates within Reach. Make a ⚔ attack against that enemy.

14 Werewolf

LEVEL 4 | AC 16 | DEF 14 | SPEED 6 | HP 45

ATTACK ACTIONS

Claw: +8 vs AC; 15 Damage

❑ **Savage Rend:** Make 2 ⚔ attacks against the same target; if both hit, target is also Dazed (save ends).

ABILITIES
Shapeshifter
• Wolf

SPECIAL POWERS

Bloodthirsty 5: +5 Damage against Bloodied targets.

Wolfen Charge: +2 Speed while charging.

11 Worg

LEVEL 3 | AC 16 | DEF 14 | SPEED 7 | HP 35

ATTACK ACTIONS

Bite: +6 vs AC; 15 Damage

ABILITIES
Evil
• Magical Beast
• Wolf

SPECIAL POWERS

Frightful Growl: Each ally adjacent to this creature has +2 Attack; each enemy adjacent to this creature has -2 Attack.

Goblin Trained: +5 Damage while in a warband with an active Goblin champion.

Harbinger™ *Credits*

DUNGEONS & DRAGONS ***Miniatures Battle Rules***
Harbinger
Lead Developer: Stephen Schubert
Lead Designer: Peter Lee
Lead Editor: Jennifer Clarke-Wilkes
Art Director: Mari Kolkowsky
Harbinger Restat Team: Kevin Tatroe (Lead), D. Garry Stupack, and Keith Tatroe
Harbinger Editor: Paul Grasshoff
Special Thanks To: Don Adkins, Jim Ansaldo, Andy Clautice, Jesse Dean , Michael Derry, Mike Domezio, Stephen Hagan, Robert Hatch, Jason Lioi, Patrick Lynch, Steven Montano, Sven Myrin, David Paul, Louis C. Sacha, Jason Sallay, Keith Richmond, Steve Townshend